

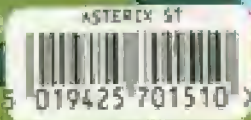
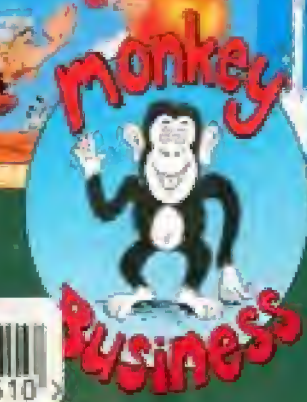


Asterix

OPERATION GETAFIX



Asterix



Help Asterix find the hidden magic potion to save his friend Getafix who has been hit by an enchanted stone.

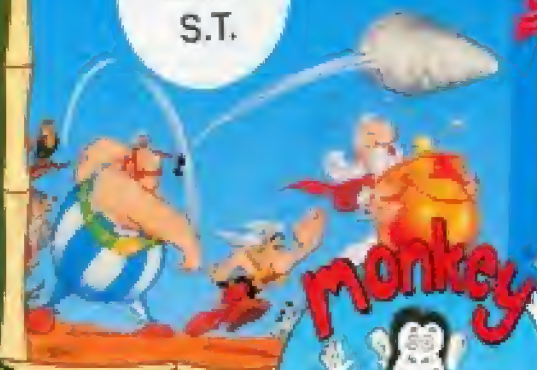
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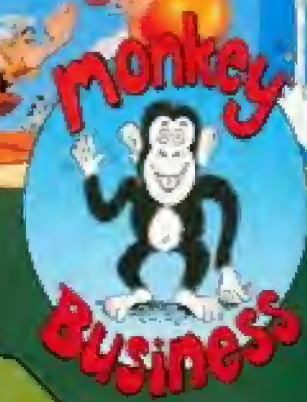
Asterix

OPERATION GETAFIX

ATARI
S.T.



Asterix



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ASTERIX + OPERATION GETAFIX

1. THE STORY

1.1 WHEN OBELIX MAKES AN IRREPARABLE MISTAKE

Obelix who was sitting at the Romans, has thrown a menhir on to Getafix's head. The poor Druid is no longer in his right mind: he calls Asterix «Gir», finds Obelix a real souse and loves the music Cacofony plays. He has gone nuts, no doubt.

Getafix is the only one who could make the beverage to cure him, but he can't even remember his own name. Worse than that he no longer knows how to make -THE POTION, the magic one that gives super human strength to the indomitable Gauls. Without it, they would eventually be defeated by the Romans who are a hundred times as many and much better armed.

1.2 WHEN A DISHONEST SOOTHSAYER MAKES HIS ENTRANCE

By a stormy night, Ptoia, a crafty soothsayer, makes his entrance in the Gaulish village. The Gauls, who already fear that the sky might fall on their heads, are easily impressed by his «surprising» predictions. Ptoia, who sees a means of being paid for free, settles down in a nearby clearing, waiting for the credulous villagers, who are fond of his predictions to bring him some food to «read». He ends up being kidnapped by the Romans who regard him as a means of convincing the Gauls to leave the village...

1.3 WHEN ASTERIX GOES LOOKING FOR WILD STRAWBERRIES AND OIL

Asterix, who is the only clear-headed person left to face the soothsayer, is looking for the ingredients which will help Panoramix to recover. That's why he has to pick up what he thinks is necessary, here and there, in the woods and even in the Roman camp.

2. DIFFERENT TYPES OF ACTION

To collect all the ingredients which will save Getafix from madness, Asterix (the part you are playing) has different means of action. He can move without difficulty, and can:

2.1 BUY

Some items can be bought in the Gaulish village. They all cost a certain amount of sestercies.

2.2 SELECT THE INGREDIENTS

Preparations are done on the screen which is left of the village. A cooking pot cursor automatically appears. It allows you to click on the 3 ingredients you wish to mix with the mouse or joystick (you can put one ingredient back down by clicking again on it. Be careful, you can only use three doses of each. Once the mixture has been done, you can decide to have it tasted either by Getafix or by a Roman you have captured. In order to do so you will be asked a question. Answer by clicking on the left part of the screen with the «<on cursor yes» (thumb upwards) - on keyboard press ENTER, on joystick press the button - or by clicking on the right part of the screen with the «<on cursor no» (thumb downwards) - on keyboard press ESC key, on joystick press right button. To leave the place of the mixing press either ESC key or the left ear of the mouse.

2.3 PLAY DICE

You can play dice versus the soothsayer, or versus the Romans in the camp. You can try to neutralise them to score some points: stand set back from their way, immediately bet an amount of sestercies, knowing that the rule is to score more points than your opponent.

The soothsayer or the Roman plays first, then comes your turn. If you use the mouse, shake it in order to shake the dice and click on the right ear to throw. A double allows you to play again. If you win something, you get your bet back plus another amount of sestercies.

2.4 GO WILD-BOAR HUNTING

In some parts of the forest you can meet wild boars. Avoid being in their way, or it will cost you some life points. On the contrary, try to neutralise them to score some points. Stand out of their way, face the screen and strike.

2.5 FIGHT THE ROMANS

In some parts of the forest you can meet a lonely Roman. There is only one alternative left, escape or fight. On the other hand, if you happen to meet a patrol, they will run away without asking questions. If you get to the entrance of the Roman camp, don't force your way in. Remember you have no magic potion, you may easily be exhausted. You'd better try to distract the guard's attention.

ACTION

to bend or pick up
to buy

to knock down a wild boar

to play dice

to come into the chief's house

To fight against the Romans

Asterix points

Asterix gives somebody a slap in the face

Asterix knocks from bottom to top

Asterix knocks from top to bottom

By pressing the ESC key you can skip the presentation page or quit the game. In order to quit and save the game press the F10 key.

4. METERS

4.1 THEIR PLACE

There is a strip at the bottom of the screen, which includes icons on two lines.

1st Line: from left to right: 8 spaces containing boar legs symbolise life points, followed by 6 spaces meant to contain sestercies and 3 spaces in which the items bought by the player appear.
2nd Line: the first space contains either Getafix's head, showing his state of health, or character's head whose words appear in the following text. The comes a space intended for 6 ingredients.

4.2 THEIR ROLE

Your energy is represented by wild boars legs that you will have hunted or eaten in the chief's house. You can loose some if you are knocked down by fish, or if you fight Romans or wild boar.

Sestercies can be won by playing dice, and are used for the purchase of several items in the Gaulish village. A golden blindfold is used as a joker, because then your energy decreases more slowly.

Another important meter is the druid's condition: if you make him drink too many mixtures his condition will get worse. You'd better capture a Roman to use as a guinea pig.

You have failed once your energy is spent or when the druid is in a terrible state. You have won once you have succeeded in brewing the only mixture which can cure the druid, among the twenty or so possible combinations, and once you've had someone taste it.

TO START THE PROGRAMME

ATARI ST and AMIGA: insert the disc (if the programme includes several discs, insert disc 1 or the LOADER disc) and switch on the computer. The programme will load automatically.

AMSTRAD CPC: on AZERTY keyboard, type «CPC» then validate by pressing ENTER or RETURN key.
on QWERTY, type «CPC» (it can be obtained by pressing simultaneously Shift and @) then validate. Then, type LOADER, and validate with ENTER or RETURN key.

COMPATIBLE PC: switch on the computer, insert your disc (if the programme includes several discs, insert disc 1 or the LOADER disc) type LOADER then validate by pressing ENTER or RETURN key.

A menu showing different graphic cards will appear. Make your choice... Then, depending on which programme you have, you are given a choice of two menus.

• one concerning type of mouse

• the other concerning the sound: be careful, the choice «<sound with MDQ Intersound>>» is only possible if you have this interface.

REMARK: for those who use MDQ Intersound with VGA graphic card, you must have an AT extended memory. In case of a problem contact our after sales service.

René Guy, TRAMES COXTEL VISION, Parc Lefevre de Meudon, Immeuble La Galade, 5-7 rue Jeanne Bracconier, 92386 MEUDON LA FORÊT CEDEX